

# PEPIN HAZAN

game programmer

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## Experience

### Software Engineer

June 2017 - Present

*Uber Advanced Technologies Group*

*Pittsburgh, PA*

- Work on Simulation Team aiding in development of autonomous vehicles.

### Engineering Intern

May 2016 - August 2016 | January 2017 - May 2017

*Schell Games*

*Pittsburgh, PA*

- Served as gameplay programmer on a variety of Unity-based AR and VR titles: *Domino World* for Google Tango, *SuperChem VR* for HTC Vive, and an unannounced project for PC and mobile (team sizes 9-28).

### Teaching Assistant - Building Virtual Worlds (Programming)

August 2016 - December 2016

*Carnegie Mellon University - Entertainment Technology Center*

*Pittsburgh, PA*

- Taught game programming workshops and gave assistance to students in rapid prototyping course.

### Independent Plugin Developer for Propellerhead Reason

June 2014 - August 2015

*Sole Proprietor*

*Philadelphia, PA*

- Designed and developed plugins for Propellerhead Reason music production software, releasing them for sale on the Propellerhead Shop.
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## Academic Projects

### Cozplay

August 2016 - December 2016

- In partnership with Anki, programmed games for the *Cozmo* consumer robot using Anki's Python-based SDK (team size 5).
- Worked on integration of the Cozmo SDK with Unreal Engine 4.

### SurThrive

January 2016 - May 2016

- Implemented gameplay systems—such as time manipulation mechanics—for a game project focused on post-disaster human behavior (teams size 5).

### Expressive Game Design Project

January 2013 - March 2014

- Designed and developed *Afterward*—an experimental game for iPad built with the Cocos2d-iphone engine and released on the App Store.
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## Education

**Carnegie Mellon University - Entertainment Technology Center**

**Pittsburgh, PA**

*Master of Entertainment Technology (GPA: 3.74)*

*May 2017*

**Temple University**

**Philadelphia, PA**

*Bachelor of Science (GPA: 3.96)*

*January 2014*

- **Majors:** (1) Mathematics and Computer Science, (2) Philosophy
  - **Honors:** *summa cum laude*; CIS Junior Scholarship
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## Skills

**Languages:** C, C++, C#, Objective-C, Python, Lua, Java, MATLAB

**Development Tools:** Visual Studio, Xcode, Unreal Engine 4, Unity, Cocos2d, Perforce, Git, Agile

**Platforms:** PC, iOS, Android, HTC Vive, Oculus Rift, Google Tango, Leap Motion